E3

ATV OFFROAD

ALL TERRAIN VEHICLE

SONY COMPUTER ENTERTAINMENT

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Nos. and POWERLINE Nos.

SAFETY ALERT

The racing experience in this videogame is intended to be fanciful; do not try these moves in real life. The vehicles portrayed in this video game are recommended only for highly experienced 16 years of age and older. Be a responsible rider. Riding an ATV is an exercise in responsibility - to yourself, to others and the environment. An ATV is not a toy and can be hazardous to operate, For your safety, wear a helmet, eye protection and protective clothing, and never ride on paved surfaces or public roads. Never carry passengers, and never engage in stunt riding. Avoid excessive speeds and be particularly careful on difficult terrain - keep in mind that riding does not mix with drugs or alcohol. The ATV manufacturers of the vehicles portrayed in this videogame recommend that all ATV riders take a riding course and read their owners manual thoroughly. The ATVs in this game may differ from the actual ATVs in shape, colour and performance.

SCES-50293

DUALSHOCK®2

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 125KB minimum • Multitap (for PlayStation®2) adaptable: 1 – 4 Players • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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ATV OFFROAD™

ALL TERRAIN VEHICLE

ENGLISH

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers / other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the ⏻ /RESET button. When the ⏻ indicator is green, press the ⏏ button and the disc tray will open. Place the ATV OFFROAD™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻ /RESET button again before commencing play.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARDS

PLEASE NOTE: Throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) – (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 or into MEMORY CARD slot 1-A if using a Multitap (for PlayStation®2). You can load saved game data from the inserted Memory Card, or any Memory Card containing previously saved ATV Offroad™ games. On boot up, ATV Offroad™ gives you the opportunity to load previously saved data.

Make sure there is enough free space on your Memory Card before commencing play. ATV Offroad™ requires a minimum of 125KB of free space on your Memory Card in order to make a save.

USING A MULTITAP

PLEASE NOTE: in this manual, the term "Multitap" is used to describe the Multitap (for PlayStation®2) (Product code SCPH-10090 E). This product does not support the Multitap (Product code SCPH-1070 E) designed for use with PlayStation® and PlayStation® (PS one™) consoles.

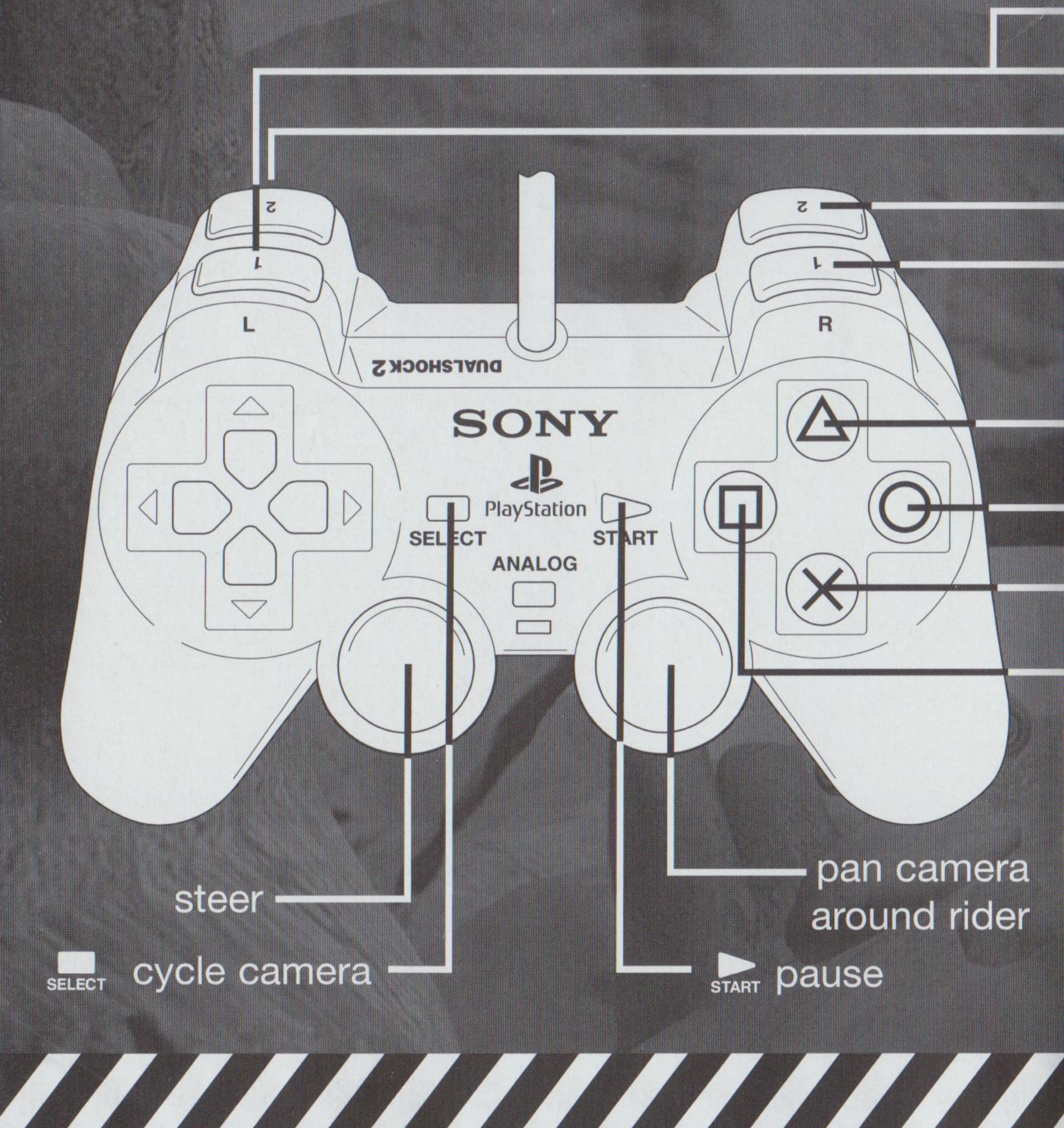
For a 3 or 4 Player game, use a Multitap, sold separately. Each player will need a controller. Connect the Multitap to Controller Port 1. Insert the Controllers sequentially in controller port 1-A, controller port 1-B, etc. You cannot use the Multitap in Controller Port 2. When the Multitap is connected to Controller Port 1, a Controller cannot be used if it is inserted in controller port 2. When using the Multitap, insert the Memory Card into MEMORY CARD slot 1-A of the Multitap.

DIRECTIONAL BUTTONS – MOVEMENT

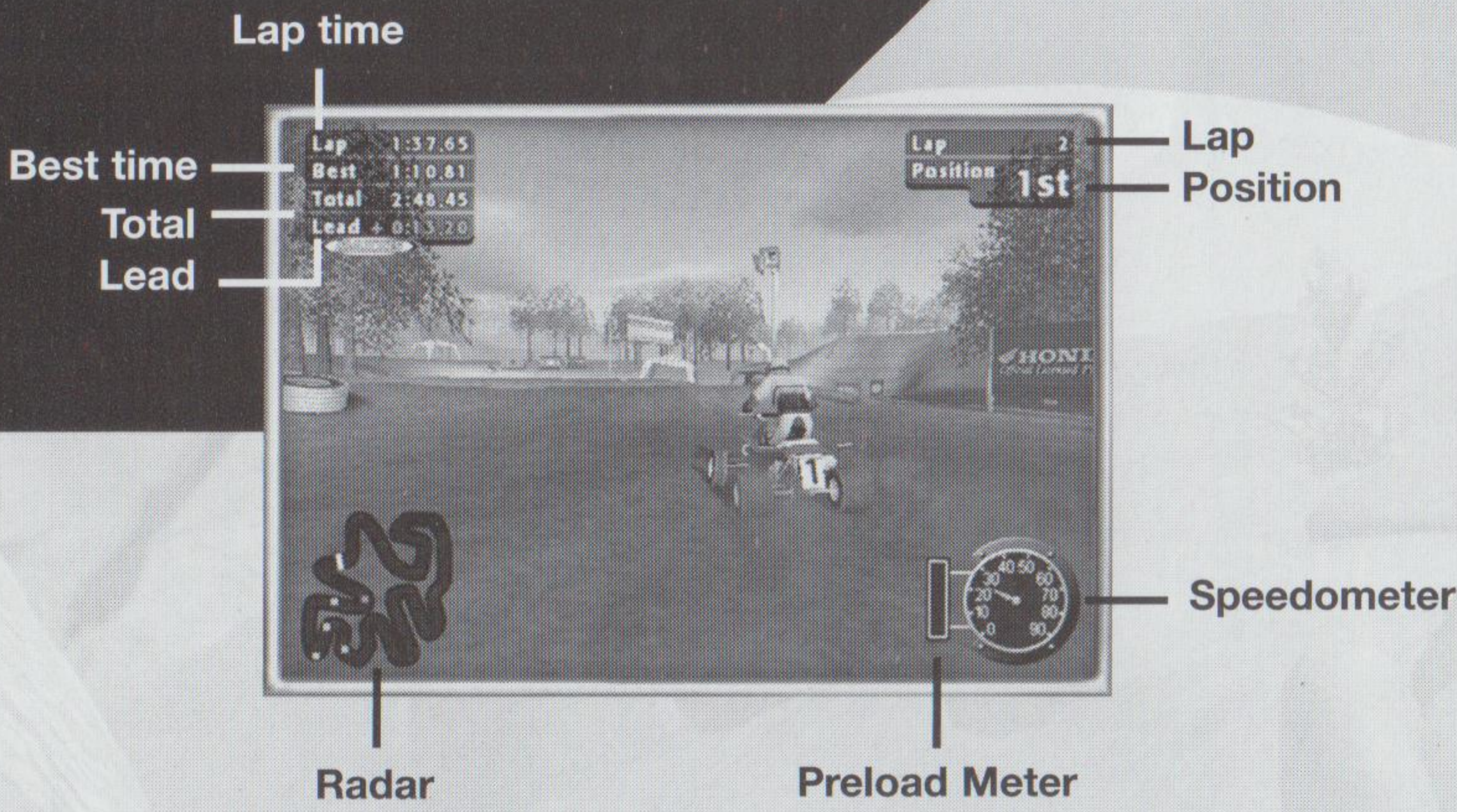
In this manual, ⬆, ⬇, ⬅, ➡ etc. are used to denote the direction of both the directional buttons and the left and right analog sticks. In order to use the left and right analog sticks, the Analog Controller (DUALSHOCK®2) should be in ANALOG mode (mode indicator: Red).

NOTE: ATV Offroad™ does not support a digital Controller.

CONTROLS



L1 clutch
L1 + right analog stick ⬆/⬇ move camera
L2 look back
R2 thrill cam (airborne only)
R1 + right analog stick ⬆/⬇ zoom focus in and out
△ + left analog stick (all directions) pull off a stunt
○ + left analog stick (all directions) pull off a stunt
✕ accelerate
□ brake
✕ + □ reverse



THE GAME SCREEN

Directional Arrow
On Nationals and Supercross tracks, the directional arrow points you back to the course when you go off track. In Enduro racing, the directional arrow points in the direction of the next waypoint.

Radar
Displays rider's position on the track. The green dot is rider #1. The blue dot is rider #2. The red dot is rider #3. The yellow dot is rider #4. Orange dots are computer riders.

Speedometer
Your speed in miles or kilometres per hour.

Lap
Which lap of the race you are in.

Position
Your position in the race.

Lap Time
Your current lap time.

Best
Your best lap time for this race.

Total
Total time taken for the race.

Lead
Indicates whether or not you have the lead by colour and number. A green number means you're leading the second place rider by the specified time. A red number means you're behind the leader by the specified time.

Alerts
A green alert will flash when you make a record jump or fastest lap showing the distance of the jump in feet or the time of the lap. A stoplight countdown displays to signal the beginning of a race. There are four lights that light up in sequence. The fourth light (green) means go.

Preload Meter
The Preload Meter lights up green when it is possible to preload the suspension to enable a longer jump. The meter fills with red to show the amount of preload you have achieved before a jump. Preload the suspension by pulling back on the left analog stick at the base of a jump and snapping it forward just before your tyres leave the ground.

MAIN MENU

Training Mode
From turning to preloading your jumps, you'll gain a good understanding of how the ATV and rider interact with the terrain.

MAXXIS® Nationals
Compete in Practice, Lap Attack and Single race events on tracks in wide-open locations, from snow-covered mountains to desert sand dunes and everything in-between.

Stadium Supercross
Perform for screaming fans on tight and incredibly tough courses full of gigantic jumps and spectacular crack-ups.

NOTE: additional tracks in MAXXIS® Nationals and Stadium Supercross must be unlocked by competing in the Pro Career Mode.

Freestyle Stunt Competition
Score points for stunts in timed competitions. Exploit the terrain and manmade features to pull off airborne stunts.

Cross Country Enduro
Tear through huge, diverse environments full of impossible terrain. Pass through checkpoints to complete the race.

Pro Career
Pro Career is a one-player mode. Race the Pro Series in both the Nationals and Supercross Conferences. Career victories open up locked tracks for other single player and multiplayer game modes.

OPTIONS

Game Options
Press ⬆ and ⬇ to select an option and press ⬅ or ➡ to change the setting. Press the △ button to return to the previous screen where all changes made in the options will be kept.

Split Screen
Set the split screen to VERTICAL or HORIZONTAL for 2 Player games.

Vegetation Collision – Set to ON and running into a tree or cactus results in a crash. When set to OFF, your ATV drives right through all vegetation without effect.
Music Volume – Set from OFF to 100%.
Sound FX Volume – Set from OFF to 100%.
Sound Configuration – Select STEREO, MONO or SWAPPED STEREO.
Speedometer Display – Set your speedometer to MPH or KPH.
Language – Choose either English, German, Italian, Spanish or French.

Waypoint Editor
Press ⬆ or ⬇ to select tracks and created Enduro Track waypoint configurations. Standard tracks are on the top. Created waypoints for the tracks are on the bottom. Press ⬅ or ➡ to change the settings.

Hall of Fame
View the record setting statistics by event type and track location.

To view the stats:
1. Press ⬆ or ⬇ to select EVENT TYPE or TRACK.

2. Press ← or → to select the specific event or track you want to review.

View Credits
Check out the creators of ATV Offroad™.

Controller Setup
To change button configurations:
1. With SELECT CONFIGURATION selected, press ← or → to choose one of four preset controller configurations.

2. To view the controls for a particular configuration, select VIEW CONFIGURATION.
Press ← or → to view the presets for ATV Controls, Stunt Controls, and Camera Controls.

3. To turn the Vibration function On/Off, press ↑ or ↓ to select CONTROLLER VIBRATION and press ← or → to enable or disable the function.

4. Press the △ button to close the screen when you are finished.

Save/Load Game Data
To load game data from a Memory Card, press the ✕ button.
To save game data to a Memory Card, press the ○ button.

SETTING UP THE GAME

ONE PLAYER

Single Events
Pick any available track in Freestyle Stunt, Cross Country Enduro, MAXXIS® Nationals or Stadium Supercross.

Pro Career
Choose Pro Career for an intense challenge as you move from course to course in the Nationals or Supercross Conference. Pro Career is where you must compete to unlock additional tracks and a more powerful and faster ATV for this and all other events.

TWO PLAYER

Take on a friend in split screen head-to-head action. Select a single event – Freestyle Stunt, Cross Country Enduro, Stadium Supercross or MAXXIS® Nationals.

NOTE: you can set the split screen to horizontal or vertical in the Options Menu under Game Options.

THREE OR FOUR PLAYER GAMES

NOTE: for a 3 or 4 Player game, use a Multitap.
Please see section "USING A MULTITAP" elsewhere in this manual.

RACE MODES

Race modes give you freedom to customise the events in ATV Offroad™. There are three race modes (except in Pro Career and Freestyle).

NOTE: Track Selection and ATV selection screens are limited to the number of tracks unlocked in single player Pro Career play.

Adjust the race mode on the Track Selection screen prior to the beginning of the event. Press ⬆ or ⬇ to select RACE MODE and press ⬅ or ➡ to select the mode. Note that other options on the Track Selection screen change as you change the settings. Press the ⊗ button to enter the race.

SINGLE RACE

Single Races are available in Freestyle Stunt, Cross Country Enduro, MAXXIS® Nationals and Stadium Supercross. In the Freestyle Stunt competition you can adjust event time from 2 to 20 minutes. In Cross Country Enduro, MAXXIS® Nationals and Stadium Supercross you can adjust the total event laps from 2 to 20.

PRACTICE

Practice events are available in Freestyle Stunt, Cross Country Enduro, MAXXIS® Nationals and Stadium Supercross. Select this mode when you want to learn or enjoy the course without the hassles of going off track. Up to four players can practice at one time. Lap timers help you learn to shave seconds off your track performance.

LAP ATTACK

Lap Attack pits you against yourself with a ghost image of your fastest lap. Once you complete a lap, your ghost pops into the race at the starting line as your only competitor. Lap Attack races are available in Cross Country Enduro, MAXXIS® Nationals, and Stadium Supercross. The number of laps is unlimited.

EVENTS

FREESTYLE STUNT COMPETIONS

This may be the craziest event in ATV competitions. Pull stunts over natural terrain or manmade jumps and obstacles. Stunts can be pulled only in the air. Perform as many stunts as you can within a 2 – 20 minute time limit.

Scoring

Earn various points for each stunt. String together multiple stunts, jump further, and hold stunts longer for bonus points.

CROSS COUNTRY ENDURO

Barrel over huge, beautiful open country in one of the toughest races ever invented. Watch your radar and direction arrow. Drive through required Checkpoints to complete a lap around the course. Keep tabs on your own and competitors' positions with the radar. It's a huge racing environment, but crashes can occur when a bunch of riders all want the same piece of real estate. You can create your own Enduro races by moving checkpoints or creating new ones. For information on creating Enduro courses, please see the section "Enduro Waypoint Racetrack Editor" outlined elsewhere in this manual.

STADIUM SUPERCROSS

Thousands of fans show up for these races on small custom built tracks designed with huge jumps and tight turns. Spectacular ATV vs. ATV crashes are commonplace in the tight confines of these tracks, so you must learn to time your jumps and keep your eye on the track. Race a predetermined number of laps, but it is easy to go off track or the wrong way during the chaos.

MAXXIS® NATIONALS

The MAXXIS® Nationals brings together the best pro and amateur ATV riders in a tough racing series with events all over North America. From sponsored race events to unsanctioned logging trail rides, these outdoor tracks offer plenty of complex racing sections, immense hill climbs, and all-out straightaways.

PRO CAREER

See the section "Pro Career" later in this manual.

THE TRACK SELECTION SCREEN

The Track Selection screen appears after you select any game mode except Pro Career or Training. Press ⬆ or ⬇ to select an option and press ⬅ or ➡ to change a setting.

NUMBER OF PLAYERS

Select one to four players. You must have an appropriate number of controllers inserted to select more players.

RACE MODE

Select a race mode.

TRACK

Select a track for your chosen event. Additional tracks are opened up in single player Pro Career play.

WAYPOINT TRACK

Select a track created in the Enduro Waypoint Editor. This option is usable only for Cross Country Enduro events.

NUMBER OF LAPS

Select from 2 to 20 laps.

SELECTING A RIDER & ATV

The Rider and ATV screen appears after you select a track in Freestyle Stunt, Cross Country Enduro, MAXXIS® Nationals or Stadium Supercross. In Pro Career, the screen initially appears after you have entered your name. Press ⬆ or ⬇ to select an option and press ⬅ or ➡ to change a setting.

SELECT RIDER

Select MALE or FEMALE.

SELECT YOUR GEAR

Select the colour of your riding suit. One of the suits is locked and can only be accessed by unlocking it through the Pro Career mode.

SELECT YOUR ATV

Select the ATV to race. One of the ATVs is locked and can only be accessed by unlocking it through Pro Career mode.

TRAINING MODE

Training mode is the ATV school of driving. The training track is chalk-marked to show you the ideal route through each turn or over hills. Numbered circles are the starting and stopping points for a lesson. Listen for the voice instructions to tell you what to do. Attempt the task. If you fail in an attempt, your ATV returns to the circle for another try. If you pass by a circle, a prompt will tell you to go back.

PRO CAREER

In Pro Career, take on everyone from rookies to champs in two conferences: Nationals and Supercross. Pro Career is a one player game. As you win career events, new event locations become available for all game modes.

To begin a Pro Career, select PRO CAREER on the Main Menu, and press the ⊗ button to confirm. Press ⬆ or ⬇ to select an empty slot for storing game data and press the ⊗ button. Or you may select an existing career to continue by selecting a name and pressing the ⊗ button. If you are starting a new career, you will need to enter your name. Press ⬆, ⬇, ⬅ or ➡ to select a character and press the ⊗ button to enter it. If you change your mind, select "DEL" and press the ⊗ button to delete the last character. When the name is the way you want it, select "DONE" and press the ⊗ button.

NOTE: the next time you select PRO CAREER, your name will appear in a slot for continuing your career from where you left off. You must have a Memory Card inserted in MEMORY CARD slot 1 to save game data. MEMORY CARD slot 2 is not supported.

Select a rider, gear colour (clothing) and ATV on the Rider & ATV for this career. You will not be able to change your clothing or ATV for the remainder of a career so choose wisely. Press ⬆ or ⬇ to select an option and press ⬅ or ➡ to change the setting. View the Standings screen that shows your name, conference affiliation, races completed, rankings and the next race.

Press the ⊗ button to fuel up and begin your first event.

IMPORTANT! You must save the game data on the Memory Card screen after each race or your career will be lost.

RESULTS SCREEN

This shows how many points you and your opponents scored for this race. You must receive at least 7 points (second place) in the first race to advance.

CURRENT STANDINGS SCREEN

When you restart Pro Career mode or begin your next career race, the Current Standing screen will keep you posted on your progress.

Name
Displays the file name of the current racer. On the Save Data screen this file contains all the data for the current career.

Conference
Shows that you are racing in either the Nationals or Supercross Conference.

Races Completed
Displays the number of races completed in the current conference.

Rankings
This shows how you are faring against the other racers in your career. Don't let them get too much of a point lead on you or you might not be able to catch up.

Next Race
Press the ⊗ button and you will begin the race at this track.

THE GARAGE

On the Rider & ATV Screen or the Current Standings screen, press the ◎ button to enter the Garage and fine-tune your ATV for the upcoming event. Knowledge of the track will help you make decisions. If this is your first run on a track, note the terrain, turns, and your landings to help you adjust the machine on your next try.

Tyre Friction
This adjustment increases or decreases traction. Increase this setting to grab harder in turns.

Front Spring
Increase this setting to strengthen the front end for hard front wheel landings.

Front Shock
Stiffen the front shock to avoid bouncing on hard landings.

Rear Spring
Increase this setting to strengthen the rear end for hard rear wheel landings.

Rear Shock
Stiffen the rear shock to avoid bouncing on hard landings.

Gear Ratio
Moving this setting towards Acceleration (lowering the gear ratio) has the trade off of reduced top speed. Top speed is optimal when you are racing events with large straightaways or wide-open areas.

Steering
Change the steering sensitivity here. Do not make the steering super reactive as this will result in over steering.

Braking
Brakes are set to full power. Adjust the braking power for finer control while decelerating.

PLAYING THE GAME

THE ATVs
Each ATV performs differently. Check the performance specs that appear with each one on the Rider & ATV screen. Certain ATVs are available in different configurations of the same machine. Variations in track surface can have a dramatic effect on the performance of an ATV.

MANOEUVRING
Press ⬅ or ➡ to steer your ATV. Hitting large objects or taking inclines at the wrong angle will knock your rider off his or her machine. You can alter the performance of your ATV in the Garage.

BALANCING THE MACHINE
Press ⬆ to pitch your ATV forward. Press ⬇ to pitch your ATV back. You can perform wheelies by pulling the left analog stick back while at full throttle. When airborne, control the forward/backward pitch of your ATV to avoid spearing the ground or landing hard on the tail.

JUMPING

Remember to preload large jumps by pulling back on the left analog stick as you approach a jump and snapping it forward just before your wheels leave the ground. Be careful when jumping blind – a sharp turn may be just over the hill.

THE PAUSE SCREEN

Press ⬆ or ⬇ to make a selection and press ⬅ or ➡ to change the setting.

Resume
Return to the race.

Statistics
Turn stat displays On/Off here.
Time – Display only the time stats.
Lap – Display lap stats only.
Both – Turn both time and lap displays On.
Off – Turn both time and lap displays Off.

Displays
Turn displays On/Off here.
Speedometer – Display only the speedometer.
Radar – Display only the radar.
Both – Turn both speedometer and radar displays On.
Off – Turn both speedometer and radar Off.

Music Track
Select one of the 16 music tracks from top groups.

Music Volume
Set music volume or turn it Off.

Sound F/X Volume
Set the sound effects volume or turn it Off.

Camera Controls
Turn camera controls On/Off. Note that you can still cycle camera views with the SELECT button on your controller.

Restart Race
Restart the race at the beginning.

Quit Race
Quit the game and return to the Main Menu.

ENDURO WAYPOINT RACETRACK EDITOR

Use the Waypoint Racetrack Editor to create your own custom track on any Enduro event location. You do this by moving existing waypoint gates or creating new ones in a special non-racing mode. The Waypoint Racetrack Editor allows you complete freedom in the creation or enhancement of courses.

Drive through the event area dropping waypoints to create your course. Once you have designed your custom Enduro course, you can select it on the Track Selection screen. You must save to a Memory Card if you want to race your custom course in another session. You can save up to five Waypoint races per Enduro track.

To open the Waypoint Racetrack Editor and lay down waypoint markers for a custom track, select OPTIONS on the Main Menu and press the ⊗ button. Select WAYPOINT EDITOR and press the ⊗ button. Press ← or → to select your track.

Select the Rider & ATV, then press the ⊗ button to enter your chosen track. Press the ○ button to place a new waypoint marker. Press the L1 button or the R1 button to rotate the waypoint in the direction you want. Press ↑, ↓, ← or → to nudge the waypoint for precise placement. Press the △ button to delete a waypoint.

Press the L2 or R2 button to move your ATV back and forth through the placed waypoints. If you are too close to an object, a buzzer will sound and a waypoint will not be placed. When your last waypoint is positioned, press the START button. Be sure to save your new waypoint race. Enter a name for your new course, select "DONE" and press the ⊗ button to confirm. On the Waypoint Editor screen, to save your created course, press the □ button where you will have the opportunity to save.

NOTE: in the Waypoint Editor, your ATV can only be controlled using the left analog stick.

Using Your Created Waypoint Race

To compete on your new course, select CROSS COUNTRY ENDURO on the Main Menu. On the Track Selection screen, select the Track where you created your course, then select Waypoint Track and choose any track you have created by pressing ← or →.

NEW HIGH SCORE REGISTRATION

When you secure a new high score in a race or pull off a record jump, register your name. Press ↑, ↓, ← or → to highlight a character, and press the ⊗ button to confirm. Select "DONE" and press the ⊗ button to exit the screen. When you return to that track, your record appears at the beginning of the race.

To save the new high score to a Memory Card in MEMORY CARD slot 1, you must return to the Main Menu and select Options, then select Save/Load Game Data.

SAVING AND LOADING GAME DATA

You can save progress through the game and waypoint races created in the Enduro Waypoint Race Track Editor. To Access the Save/Load Data Screens, select OPTIONS on the Main Menu and press the ⊗ button. Select SAVE/LOAD GAME DATA and press the ⊗ button. To load data, press the ⊗ button. To save data press the ○ button. When the prompt appears saying that your data was saved or loaded successfully, press the ⊗ button.

MUSIC CREDITS

"Atlanta". Written by Gene Johnston and Luis A. Sepulveda. Performed by Strawhorse. (www.strawhorse.com). © 2000 Gene Johnston & Luis A. Sepulveda. ℗ 2000 Strawhorse

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Game Programming Team	Allen Sanderlin, Anthony Silva, Jared Harp
Localisation Programming	Bill Nolan
Additional Programming	Dennis Booth, Glenn O'Bannon, Lisa Carter
Art Director	Nick Koziupa
Lead Artist	Brian Coonce
3D Modelling, Animation, Textures	Jon Roberts, Troy Perry, Panya Inversin, Chris Baranowski, Jose Fontanez, Shaun Bell
Audio and Sound Design	Dan Gallagher, Dave Lowmiller
Production Management	Scott Novis, Mark Mahler
System Support	Dave Favier, Brad Carpenter, Christopher Rizzo
Additional Art & Animation	Stephane Roncada
Additional Animation	Bruce Hall, Tyler Williams, Tom Granberg, Boyd Lake, Thuan Do, Michael Klucher, Michael Smith, Robert Redden, Josh Spralding, Scott Whittworth, Mike Smith
Business Affairs	Earl Jarred, Jock Patton, Jeff Padden, Kevin Cahill
Administration and Support	Sandy Jarred, Scott Gilbert, Marji Lent, Amy Doll, Jessica Hanson
Testers	Jack Joseph, Matthew Weissinger
Training Voice Over US	John Bevens

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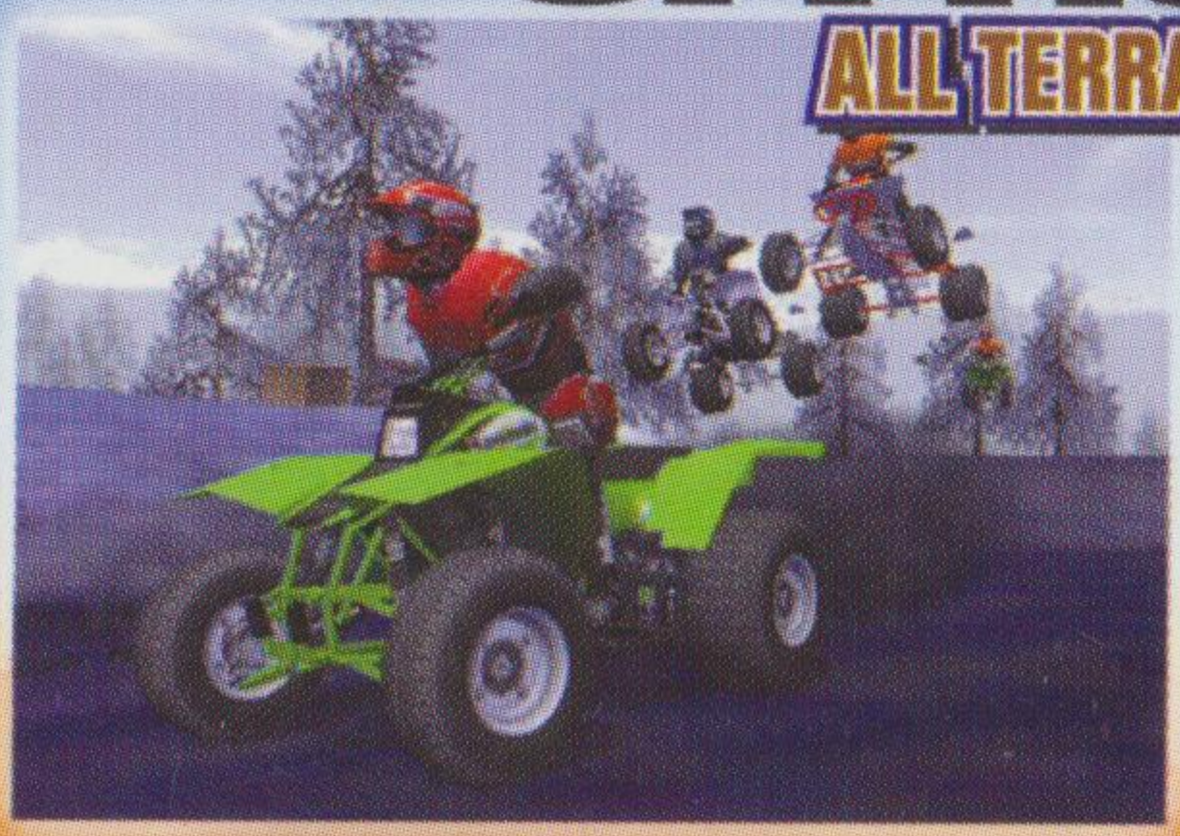

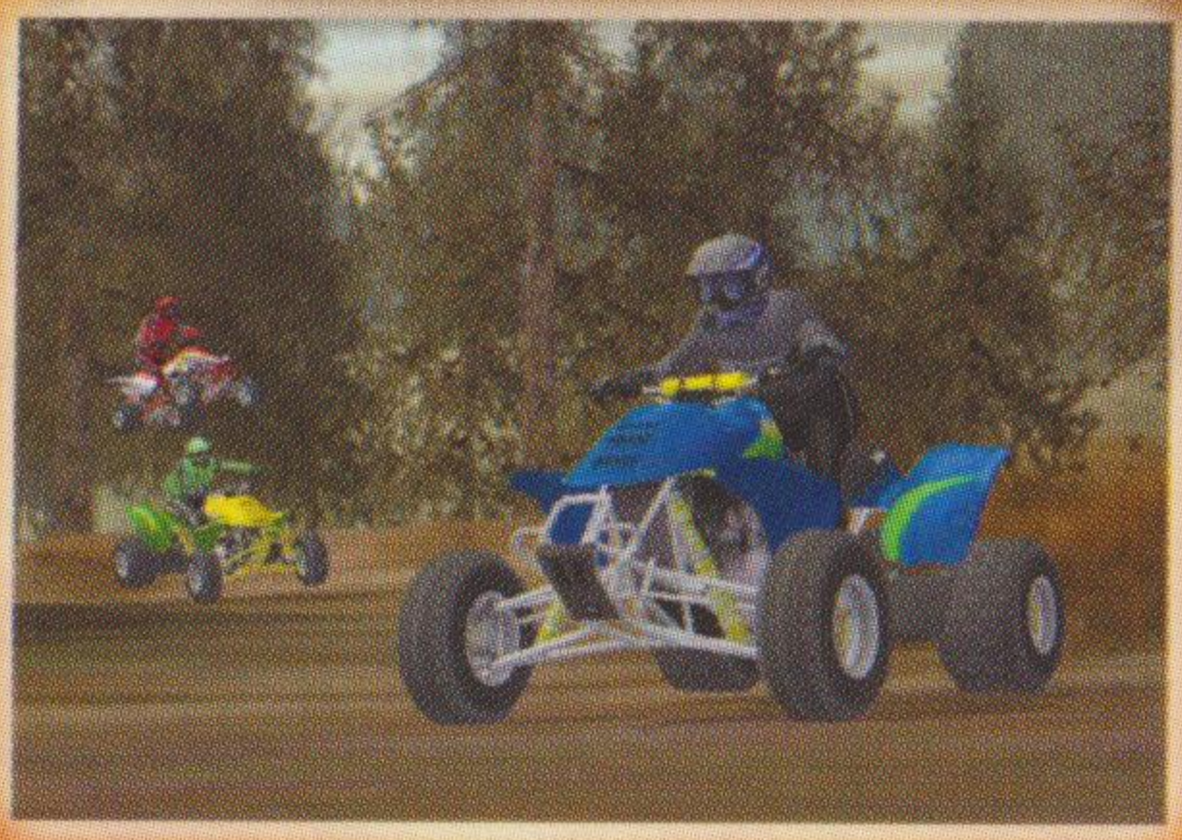

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